Getting Started

1 Insert the Frenzy cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.

2 Plug a joystick controller into the left controller jack for a single player and if there are two players plug a second joystick into the right controller jack.

3 Press [Select] or move the controller handle left or right to choose a one or two-player game and select the game type: Berzerk or Frenzy.

4 Press [Reset] or the left controller button to start the game.

5 Press [Pause] to pause the game, press it again to resume play.

6 Move the controller in the direction you want your Humanoid to move. Press either button to aim, and use the joystick to shoot in the desired direction.

1

FRENZY

7800™ Game Manual

AtariAge

Playing The Game

Don't be fooled by Evil Otto's (Berzerk) or Crazy Otto's (Frenzy) smile. It's deceptive. The Ottos, the robots, the tanks, and the skeletons are out to get your Humanoid!

Trapped in a bizarre, alien high-tech structure and surrounded by robots, your Humanoid moves from cell to cell as you face a band of deadly mechanical monsters. Odd marching skeletons clunk toward you. Robotic tanks trundle into position. Face your enemy and fire, or be doomed by their fatal touch! Eliminate all automatons and proceed to the next assembly.

Stay alert! Your enemies now fire deadly blasts. In Berzerk, all walls absorb shots from you or the robots. In Frenzy, some cell walls ricochet the blasts-both yours and the robots-so watch where you fire! Worst of all is Evil Otto, the bouncing menace who passes through walls and destroys any creature on contact. It's a bizarre battle for survival as Evil Otto bounces toward you! Will you make it?

Evil Otto, the smiling, bouncing face who appears in Berzerk only, can enter the maze when you least expect him. He bounces toward your Humanoid, and nothing can stop him-not even walls or other robots! He cannot be killed... So you better run!

Crazy Otto, Evil Otto's cousin who appears in Frenzy only, also appears like Evil Otto. But, he can be stopped - if only temporarily. Aim carefully and fire laser bullets. It takes three shots to crush Crazy Otto's smile and eliminate him. But surprise! Another Crazy Otto takes his place and pursues you even faster! Better find a way out of the maze quickly

Evil Otto

Crazy Otto

Interactive Maze Elements (Frenzy Only)

Elements to watch for: Big Otto, Power Plant, Central Computer and Robot Factory. Big Otto and the Robot Factory have no effect when shot. The Power Plant will cause all robots to stop moving when shot. The Central Computer will cause all robots to move and fire erratically. When the robots are in this state, the walls will kill them.

Big Otto

Power Plant

Central Computer

Robot Factory

Differences between Berzerk and Frenzy

- In Berzerk, all walls are death to touch—for both you and the robots. In Frenzy, there are two types of walls: Shoot-away and Reflective. Shoot-away walls destroy a piece of the wall when they are shot. These walls look like dots. Reflective walls rebound all shots (both the Humanoid's and the Robot's) in the adjacent direction. Be careful when standing next to these walls!
- In Berzerk, Evil Otto is invincible. In Frenzy, Evil Otto's cousin Crazy Otto can be killed with repeated shots. But be warned: if you kill Crazy Otto, he will come back twice as fast each time (usually immediately).
- Every four rooms, Frenzy has the afore-mentioned Interactive Maze elements, Berzerk does not

Scoring

The number at the bottom-left of the screen is the current score for player one, and the number at the bottom-right of the screen is the current score for player two.

Dot (Wall Section) Eliminated	1 point
Robot Eliminated	50 points
Skeleton Eliminated	50 points
Tank Eliminated	50 points
Bullet Contacts Crazy Otto	20 points*

*Only in Frenzy, Berzerk scores no points for shooting Evil Otto.

Also, if you clear all robots in a room before exiting, you earn a bonus of 10 points for each robot.

Extra Turns

You earn an extra Humanoid for every 5,000 points in Berzerk, and every 3,000 points in Frenzy.

Two-Player Cooperative and Competitive Game Play

This game offers two additional Two-Player styles: Cooperative and Competitive. In these modes, both players' humanoids appear on the screen simultaneously. Here are the differences between the two:

- Two-Player Cooperative Mode Both players try to achieve a single high score. You start out with 6 lives shared. All points both players earn get added to one score, and all enemies go after the nearest player.

- Two-Player Competitive Mode Each player has their own set of scores and lives. Your goal is to score more points than your opponent, and even get awarded 80 points for shooting your opponent! Any non-player initiated deaths (i.e. two robots colliding into each other, or Otto killing a robot) do not count toward either player's score. However, the player to kill the last robot in the maze gets awarded the bonus! So plan your strategy accordingly.

In both versions, any shot can kill any player, as in the standard versions of the game. This means you can kill your opponent/partner with friendly fire, so be careful! Also, if one player dies in a room and has no lives left, he will still regenerate on the next level as long as the opposite player is still alive.

Helpful Hints (Frenzy)

- If you find yourself blocked on all sides by dot (shootable) walls and reflecting walls, you can fire your way out. A minimum of three consecutive dots must be removed before you can pass through up or down. A minimum of five dots must be removed to pass through right or left. But caution–your opponents can knock out dots with their laser bullets, too!
- Sometimes robots and skeletons move behind dot walls. No problem–just take aim and fire. Your first shot eliminates a dot. Your second shot eliminates your enemy!

Helpful Hints (Berzerk)

- In difficult levels where there are a lot of fast-moving, fast-shooting robots, head for the cover of a maze wall immediately. Allow the robots to collide with each other and to shoot one another or to walk into your firing range. But don't wait too long or you'll be trapped!

A HUGE THANK-YOU GOES OUT TO SCHMUTZPUPPE FOR THE VOICE SAMPLES AND SPEECH CODE.